Silicon Dreams

By Level 9 Computing

Loading Instructions and Gameplay Guide

Introduction

Greetings, adventurer!

Prepare to enter the future worlds of Silicon Dreams, where Earth Man has started to colonise the outlying reaches of distant galaxies.

This adventure is a trilogy of Level 9's adventures Snowball, Return to Eden, and Worm in Paradise. The trilogy retains the highly acclaimed quality of the original versions, but now stretches the imagination even further with the addition of graphics, extended text descriptions, an extremely flexible English-language sentence interpreter, and a whole host of user-friendly features which allow the player a more versatile means of communication.

For the player new to adventure games, the first part of this booklet will explain how to use the keyboard to enter the futuristic age of robots, spacecraft, inflatable dolls and cute furry animals with lousy senses of humour.

Scenarios have been included to set the scene for each adventure in the trilogy, and point you roughly in the right direction. Further information on what your objectives might be have been included in the "Scoring and Hints' section.

Part two of this booklet contains the novella "Eden Song", by Peter McBride, which will take you even deeper into the fantasy world of Silicon Dreams.

Good fortune on your quest, and remember that to succeed, you must show courage, determination, skill, cunning, and have a brain the size of a fairly large solar system...!

Loading Instructions

Cassette users: To remove a cassette from the box, firmly press the top of the cassette label inwards, and the cassette will pop out.

Remember to always have a blank cassette or a formatted disk at hand to save your game position on. See part iii (Special Commands) of 'Game instructions' for more information about saving and restoring your game position.

Each version of Silicon Dreams has a menu program, which will instruct you in the further loading of the program (if necessary). Simply refer to the table below, and select the appropriate loading instruction(s).

Machine	Cassette	Disk
Amstrad CPC 464	RUN""	-
664	Type |TAPE and	-
6128	RUN""	RUN "MENU"
Amstrad PCW	-	Type MENU from CP/M
Apple II	-	Insert disk in drive and turn the machine on.
Amiga/Mac/Atari ST	-	Select the appropriate drive.Double click the MENU icon on the screen
Atari XE/XL*	Hold START & OPTION when turning on. Start the tape and press RETURN	Insert disk. Hold down OPTION while turning the machine on
Commodore 128	In 128 mode, type GO 64 and then load as Commodore 64	In 128 mode, type GO 64 and then load as Commodore 64
Commodore 64	Press SHIFT and RUN/STOP together, and start the tape	LOAD"MENU",8,1
IBM PC	-	Load MS DOS, Insert disk in drive A and type MENU
MSX 64k	RUN "CAS:"	
Sinclair QL	Insert 1st microdrive and type LRUN MDV_MENU	
Spectrum 48k	Type LOAD "" and start the tape	-
Spectrum 128k	Switch on, select Tape Loader with the SPACE BAR and press ENTER	-

* 8-bit Atari users should turn off the machine and remove all cartridges before loading.

Loading Advice

If you're having any problems loading Silicon Dreams into your computer, then try the following...

Cassette

1. Try the other side of the cassette.
2. Load another game from cassette that you know works correctly, to check that everything is connected correctly.
3. Vary the volume and tone settings on the recorder if you are able to.
4. Clean and demagnetise the recorder (following the maker's instructions).
5. Try another cassette recorder if possible.

Diskette/Microdrive

1. Try again from the very beginning. Remove all disks/microdrives and turn the computer off completely and back on again.
2. Is the disk the right way up ? (This applies especially to Amstrads).
3. Load another game from disk/microdrive to check that everything is connected correctly.
4. Have you added any non-standard or peculiar hardware to the computer?
5. Clean the drive (following the manufacturer's instructions).

Guarantee (What to do if the program doesn't work!)

If you have no success in getting the program to run correctly, return it to Rainbird **without our packaging**, and we'll replace it (if you're returning a floppy disk, then make sure it's safely packed!). Please include a short letter telling us exactly what the problem is, and what your computer system comprises of. Postage will be compensated.

Software Returns Department
Rainbird Software
Wellington House
Upper St Martin's Lane
LONDON
WC2H 9DL

Kim Kimberley

Kim is 1.7 metres tall, weighs 55 kilos, is fairly intelligent, athletic, and has brown eyes and fair hair. Now aged 22, or 25, or 131 years... depending on how you calculate these things.

Born on September 29th, 2172 AD, Kim was raised by the Hampstead Creche. This was a peculiar place, set amongst decaying buildings, and heavily reliant on a mix of relationship-engineering, behaviour conditioning and Hell-Fire religion. It was finally closed in 2185 for breaches of the Android Protection Acts. It seems to have done Kim little harm however, though possibly contributing to a tendency towards introversion.

Then to Milton Keynes School of Life: a fine, residential establishment situated (despite its name) in Malta. The staff were, in effect, Kim's family. (This type of situation, by the way, was far from unusual in the late 22nd century. Advances in entertainment and travel, plus the sexual revolution resulting from A.I. partho and cloning techniques, made a family up-bringing the exception.)

Kim returned to England for National Service before progressing to Oxford. Kim proved a good student, and established many close relationships, though nothing permanent. It was during National Service that the event central to the Snowball mission took place, though it went unremarked at the time. Kim was approached, discreetly, to do security work. Initially, this simply involved training and occasional surveillance of possible subversives, but it soon developed into counter-espionage.

Then, when the Snowball project got under way, Kim was approached to volunteer for the stars. The Snowball craft were as near automatic as possible, and carried a trained crew in case anything went wrong. But suppose something happened to the crew? What was needed were one-or-two trained people, carried without the crew's knowledge who could emerge and take over if something went really wrong.

Terran Expansionary Phase, 2120-2210

The late 21st Century saw a great increase in space travel within the solar system.

Fusion power was not yet feasible, conventional fuel sources were close to running out and the energy needs of the industrial nations were ever-increasing. The solution lay in space. Solar reflectors, if made large enough, could easily concentrate any amount of energy and beaming it back to Earth is simplicity itself.

What was not simple was to transport enough material for thousand-mile reflectors into space. Indeed, it was much more efficient to use what was already there ... and thus the first accelerator chains were set up to boost asteroid material from beyond Mars into Earth's orbit.

By 2120, thirty percent of Earth's energy came from the space reflectors and the proportion was steadily rising. To supply the colossal requirements of the orbital industries, the whole Solar System was linked by accelerators.

Then workable fusion power was perfected, and it was very cheap.

The whole space sector of the economy was redundant. A lot of politicians risked looking very silly indeed.

Thus a use for the accelerators, space reflectors and orbiting factories had to be found, and Stellar Colonisation was it. A lot of voters/party members read SF, after all, and colonies are always popular (at first, anyway).

So the accelerators were linked up and fired out of tens of thousands of small exploration probes in all directions. These robots would coast through space with only one mission - as each flashed past a star it would report back the existence of Earth-sized planets. Unmanned, they could continue for centuries.

Ten years behind came larger survey craft, each clutching a great ball of ammonia ice to power its fusion motor. If one was lucky enough to be following a successful exploration probe, it had just enough time to decelerate (from its coasting speed of 0.3 C) before reaching the star. Once there it would scout the system and if there really were habitable planets (or even ones requiring controlled climate domes as long as the ground was solid) it would radio the information back to Earth.

Then, while waiting for the first colonists to join it, decades later, the survey craft would proceed to prepare a world for them to live in.

First came a long, slow, painstaking period of asteroid mining - assembling the necessary materials to build its first robot-production line. The first robot would take ten or twenty years, the next ten or twenty days and the thousandth would take minutes.

By a process of careful boot-strapping, highly-intelligent space factories were built, as well as colossal dish receivers to collect the constant stream of technological data from Earth.

Next came the landings on the target planet, city building and making ready for the colonists. And, at the same time, preparations for launching more probes and survey craft.

The Terran Expansionary phase was scaled down as time passed, and eventually stopped - as far as Earth was concerned. Domestic political pressures changed, and politicians became more concerned with the quality of life for the so-called Free Nations than with space exploration. But the starships were in flight, and the foundation of the Human Empire was assured.

Game Scenarios

SNOWBALL

You play Kim Kimberley, secret agent extraordinaire.

Your mission: to safeguard the interstar transport, Snowball 9, as a last resort following catastrophic accident or sabotage.

Thus when your modified freezer-coffin wakes you with the Snowball still in transit, you know that something must be very wrong. You're weakened and disorientated from lengthy hibernation, but the fate of two million passengers is in your hands!

Snowball 9 started its journey to the stars from the EEC's Ceres base, one of fifty colony starships launched in the 2190s. It carried the first colonists for Eridani E.

First to be despatched were the ten giant passenger disks, rotating ponderously to provide internal gravity. Each was towed gently by a cluster of small tugs and floated into the void with 200,000 sleeping colonists on board.

Then the Snowball's engine unit followed, accelerated rapidly by the spectacular flares from its four great fusion motors. Like previous launches, and the link-up with the disks some weeks later, this was holo'd worldwide (though few people bothered to watch).

Looking like a necklace of sparkling beads, Snowball 9 headed out into deepest space, and into a century of obscurity.

But the major part of the launch was yet to come - and it happened quietly, out of the glare of publicity. The chains of accelerators, beyond Pluto, burst erratically into life throughout the following three years: firing ten-tonne blocks of ammonia-ice at precise speeds after the receding craft. Once reeled in by Snowball's skyhooks, the ice was built into a huge hollow shell around the linked passenger disks. When complete, this shielded the disks during the voyage; until the ice was finally needed as fuel for the ravening fusion drives.

The ice-shell - which gave the Snowball series its name - formed most of the mass of the completed craft. Without the accelerator/skyhook system of "in flight refuelling", realistic-time interstellar voyages would not have been feasible.

As with life, the first thirty years of Snowball 9's journey were the most interesting. The computers and crew had to catch as much ice as possible before it flew past. But even then, there were never more than eight active crew at a time.

Then the starship was left to coast until its destination was near, the crew

hibernating with the passengers. A brief flurry of activity to start deceleration, and back to autopilot. Even allowing for the great resilience, and hence low sophistication of the Snowball's machine intelligences, they are quite capable of running everything unaided. No further crew members were woken until a year from journey's end.

The plan from here on was to continue deceleration, shed the remains of the ice-shield (by now eaten away to insubstantiality by the need for fuel), and dock with the target planet, Eden, in geostationary orbit. Finally, the passengers would land by glider-shuttle... a process taking many years to get everybody down, and necessitating the retrieval of grounded gliders by sky-hook: the same gliders being used many times. This was the plan, anyway...

Meanwhile, in the Eridani star system, the robot descendants of the original survey craft that scouted Eden have been hard at work. The original crude waldroids, directly controlled form the survey craft's computers, were good for little other than manual routine work. But they have long been superseded by a host of specialised robots: highly intelligent and suitable for any task.

Indeed, in the outer reaches of the planetary system the first accelerator chains are already being built. It will not be long before colonists can leave Eden for remoter stars.

The colonists have taken over a hundred years to reach Eden, but the robots can obtain information and programming at light speed. They are immeasurably ahead of their future 'masters' in knowledge and technology. Even if Snowball 9 arrives safely, it is by no means certain that the passengers will be able to cope with the sudden outdating of all their experience.

The physical well-being of the colonists is, however, assured by the robot's diligent work. Condo's, paveways, PVT's, holo nets, pre-ordained work . . . everything necessary for civilised life will be provided. After all, why risk further disruption of the social fabric resulting from a manifestation of the so-called "pioneer spirit" ?

All you, as Kim Kimberley have to do, is to rescue the Snowball 9.

RETURN TO EDEN

You - Kim Kimberley - have just saved the interstellar transport Snowball 9 from disaster. The Snowball had been sabotaged and could not be completely repaired. Every signalling device was smashed and there were more important things to do than to jury-rig a radio. The crew had no contacts with events outside.

Once in orbit, a trial was held. The mempak record from the control room was fire-damaged but most interesting. It seemed to show Kim entering the room and hurling a bomb, trying to destroy the ship. Kim was found guilty, unjustly, as it happens, but no one knew what really happened. The evidence was damning. The sentence was death. Dragged to the life-boat hanger to suffer vacuum-exposure,

Kim had one last chance. Kim broke free and reached a stratoglider before the waldroids closed in. An hour later Kim becomes the first human to land on Eden.

Snowball 9 is in orbit, several months ahead of schedule, crewed by people who believe you to be a murderer. The only civilisation on Eden is a robot city far to the east. The planet is reportedly populated by furiously hostile beings of every kind: only ceaseless vigilance and hi-tech weaponry prevent them over-running the city.

The game starts as the stratoglider lands on Eden. As Kim, you have escaped a swift fate, but your problems are far from over. The crew of the Snowball feel they have a score to settle with you...

A city had been built on Eden. At first, the city building went well, but gradually problems accumulated, for Eden was already occupied. Not by sentient beings, but by a myriad of plants and a host of cunning creatures. Eventually these adapted to fight back...

Normally the robots would have holocausted the surrounding area and solved their problems once and for all, but they were preparing for fragile human colonists, vulnerable to poison and radiation.

So a wall was built and the war stabilised. Any machine venturing into the jungle was crushed and no living thing was allowed to reach the city or the Earth-plant farms beside it. Losses were enormous on both sides, but the robots were satisfied. Inside the wall, they work to perfect the city for the arrival of its new owners.

Communication is not the only function of the space station, however, it is also responsible for planetary defence.

But all is not well. The city fathers have been fighting the jungle for decades and the city is beginning to pay the price. Its foundations are broken by a million root-cracks and vermin infest the lower-levels. The dome is repeatedly-patched and spores have attacked the buildings within. The city still looks new, but impressions are misleading.

And, what may be worse, is that the robot army has been fighting too long. Their responses are too ingrained. They have problems in recognising the enemy.

The robot city, Enoch, is on an equatorial shore in Eden where four rivers meet. From the outside, all that can be seen is a 3 klom climate-conditioning dome, surrounded by a green moat of farmland and an outer defensive wall. Gun-ships drone round the dome like wasps, swooping low over the surrounding jungle.

Inside, you'd think that you were on Earth. A single yellow sun shines through fluffy white clouds in the sky. Green parkland surrounds huge apartment-pyramids and the ground hums with a comforting mechanical buzz. Enoch provides all the comforts of home: only the people are missing.

The city of Enoch is linked to the space factories via a colossal space station in synchro-orbit above it. Physical connection is by sky-hook (ie space-elevator) and comlink is by laser. These integrate the city into the overall Eridani E presence.

The space station is, like the orbiting factories, constructed from an iron asteroid a few kloms wide. This mass provides the inertial stability required for space-elevator operation: raising or lowering hundreds of tonnes of material between orbit and the planet's surface.

So, when the Snowball 9 enters orbit off schedule and without identifying itself, then ignores all radio messages, and then threatens the city, the space base has a problem. Further attempts are being made to contact the "alien" craft but when these fail a decision must be made: the robots cannot risk a hostile presence in orbit.

WORM IN PARADISE

The Worm in Paradise takes place on the planet Eden, 100 years after the time of Snowball and Return to Eden . You are a citizen of the Enoch megapolis of Eden.

Human colonists arrived a hundred years ago and Eden now supports half a billion people. Most of them natives and some of them men. The population is distributed between a handful of domed cities, of which Enoch is the first and smallest.

There is no contact between humans and the native fauna, so rumours of aliens are rife. It is said that flying saucers are regularly seen and that intelligent moles live in deep tunnels. But no proof has ever been produced.

This game takes place during the reign of the third Kim, when Eden is run as a benevolent bureaucracy. It is truly a paradise for the silent majority, with peace, no crime, full employment (with a fifteen-hour week), good housing, more entertainment than anyone could watch etc. etc.

Of course, there's no way that anyone can challenge the system. But then, what right-thinking person would want to?

Politics

Governments can theoretically run at a profit, extorting no taxes from their citizens but getting income from such sources as fines for criminal offences and printing money (arguably a positive benefit in an expanding economy). This also involves tight controls on services and routine supervision of the citizens to catch trouble-makers. The Government of Enoch is run without taxes, and is underpinned by millions of robot servants who not only work hard, but are immune from corruption.

Enoch Health Service

Enoch hospitals make a profit, partly from the resale of body parts to ageing recipients and partly by charging for in-patient care. They also cut costs by:

* Medicating the drinking water.
* Making medical advice freely available via computer
* Minimising the time patients spend in hospital.
* Rewards for being vaccinated and for reporting infectious people as a threat to public health. Disease spreaders would be fined.
* Restricting mentally abnormal people while enabling them to do useful work if possible (they are the groups who do worst in Eden, as in many societies).

The result is the greatest good for the greatest number at the lowest price, but tough luck for the minority with expensive illnesses.

Enoch Police

The Enoch Police Force also makes a profit. This entails:

* Fines rather than imprisonment
* Rewards to informants (How many expired tax disks would you see if the police paid a £10 reward for each one reported?)
* Prosecution of wealthy people for a change. They can afford fines
* Summary justice where possible to cut court costs. The accused is assumed guilty but can opt for trial at the risk of a greater penalty
* Extensive supervision, to detect crime efficiently
* Concealing crime, which increases police costs, is heavily penalised
* Replacement of remaining taxes by fines (In 20th Century Britain, alcohol is taxed while some narcotics attract a fine. Everything is fined on Eden)

People are potentially immortal on Eden, provided they can replace body organs as these fail. Penniless criminals can easily raise the money to pay fines by cashing in their other assets...

Work

Robots run the Eridani E system, doing all the important work and most of the menial jobs. Whether humans are leisured aristocrats, or pets of the robots is difficult to tell. Humans are obliged by law to do some work and this involves:

* extensive "training" schemes
* many pen-pushing jobs
* fraternities control access to the few good jobs
* status is the main concern, not money

Game Instructions - Commands

Silicon Dreams uses an advanced command language interpreter (called a 'parser') that understands both simple one or two word commands and complex multiple command sentences. This chapter is split into sections describing ways in which to communicate with the program.

i. Movement

To move around, use the following commands:

Word	Abbrv.	Word	Abbrv.
NORTH	N	NORTHEAST	NE
EAST	E	SOUTHEAST	SE
SOUTH	S	SOUTHWEST	SW
WEST	W	NORTHWEST	NW
UP	U	DOWN	D
INSIDE	IN	OUTSIDE	OUT
CLIMB	-	JUMP	-
CROSS	-		

The EXITS command will list any likely exits.

ii. Actions

The majority of commands that you will use are actions, such as picking up objects, opening doors, lighting lamps, etc. Here are some examples of the most common action commands.

Command	Meaning
GET THE SPANNER	Pick up the spanner from here.
DROP THE BLACK PISTOL	Leave the black pistol in this room.
GIVE THE DRINK TO THE ROBOT	Refresh the robot with my drink.
PUSH THE RED BUTTON	Press only the button that is red.
WEAR HELMET	Put on the helmet that I'm carrying.
OPEN THE DOOR	Open the door (!)
CUT THE TUBE WITH THE SCALPEL	Sever the tube using my scalpel.
EXAMINE THE COFFIN	Take a good look at the coffin.
INVENTORY (INV)	What am I carrying?
SCORE	How well am I doing?
QUIT	Abandon your quest.
AGAIN (A)	Repeat the last command entered.

You can use punctuation, or the word AND to string together multiple commands, for example...

OPEN THE DOOR. GO SOUTH AND CLOSE THE DOOR.GO EAST AND PULL THE GREEN LEVER.

The parser also understands the words ALL and EVERYTHING to mean everything moveable that it can see. This is an extremely useful time-saving feature. In most other adventures, to pick up a number of objects, you would have to do the following...

GET RATCHET
GET BOLT
GET CLOTH

Without using the ALL command, Silicon Dreams would allow you to use...

GET RATCHET, BOLT AND CLOTH

But this can be abbreviated even more simply to...

GET ALL

Another useful feature is the ability to refer to the last used item/object as IT, for example...

EXAMINE THE BLUE SWITCH AND PRESS IT
or...
GET THE GREEN FLASK AND FILL IT WITH WATER.

Exceptions are also understood by the parser, such as...

TAKE EVERYTHING BUT THE COMPASS
or...
EXAMINE ALL EXCEPT THE WATCH

Using all of these command structures allows you to type in near-English sentences of great complexity, such as...

EXAMINE ALL BUT THE WATCH, SPANNER AND TORCH AND GO EAST.
DROP EVERYTHING BUT THE FLASK. OPEN IT AND GIVE IT TO THE ROBOT.
GET THE KEYS. OPEN THE SLIDING DOOR AND RUN NORTHWEST THEN INVENTORY. WHAT IS MY SCORE?

iii. Special commands

There are a few commands that are neither movement or actions. Two of these affect the way the adventure is presented to you; they are...

WORDS	Turn off the pictures.
PICTURES	Turn them back on again.

A HELP feature has been included, to give you a clue at certain points within the three games. The HELP command is generally useful in the locations around the start of each adventure to get you on your way.

The other commands are concerned with saving and restoring your game position. Full instructions will be displayed on the screen where necessary. Those marked with an asterisk may not be available on all versions.

SAVE	Stores game position to your filing system. Be sure to have a blank tape or formatted disk ready. If you are using cassette, press PLAY and RECORD before issuing the command.§
RESTORE	Loads a saved game position. Lenslok will be needed. Please refer to the Lenslok instructions at this time. If you are using cassette, start the tape after the Lenslok procedure.§
RAM SAVE*	Stores game position in the computer's memory.
RAM RESTORE*	Loads a RAM SAVEd position from the computer's memory.
OOPS*	Restore position as it was before you last moved. OOPS is a very useful command, and versions on larger machines let you use it several times in succession to go back a long way in time.

Naturally, you can use OOPS, RESTORE or RAM RESTORE, even when you have just been killed, so that you can return to your position before your fatal accident!

§ Commodore 64/128 users should add **,8** after the save/restore filename to save the file to disk.

Scoring and Hints

Silicon Dreams can be played as three entirely separate games, if you wish. However, the only way to obtain a maximum score and the title of 'Supreme Adventurer' is to complete them in the order **Snowball, Return to Eden, Worm in Paradise,** carrying your score from one adventure to the next (when you finish Snowball with a maximum score, you will be told how to carry your score across).

Unlike many adventures, you don't score points for collecting 'treasures' and storing them in a certain location in the game. Instead, you score for doing certain things that help you on your way to solving each of the adventures.

Snowball

Your aim is to get to the main control room in the engine unit, and rescue the starship from crashing into the planet Eden.

You will lose points for being caught by the Nightingales.

North, south, east, west, etc. are understood in the usual way, however, UP and DOWN are relative to local gravity. At the start of the game, you are in the lowest level of a passenger disk. You will need to go 'up'.

Return to Eden

The initial object of Return to Eden is to get into the new city of Enoch. Once you have achieved this, you must stop the Eden robots from destroying the 'alien' Snowball 9 craft.

Worm in Paradise

You will score points for finding out about the city of Enoch, and for progress within it. Your prime objective is to obtain money, and then to become a member of the governing party. Should you get the chance to save the world, it is suggested that you make an attempt.

You will lose points for such things as being recycled (better known as dying!).

Use SAVE and RESTORE regularly throughout the game, as well as RAM SAVE/RAM RESTORE and OOPS if they are available on your version of the trilogy.

EXAMining objects will provide helpful clues to solving many of the puzzles you will encounter.

Are you really stuck? Take a hint from us...

Trying to move an immovable object, which simply MUST conceal a vital object? Don't know how to get out of a maze? Can't work out the password? Don't despair! Although Rainbird brings you the most fiendishly devised adventures, we've got a heart, so if you really are stuck trying to solve a seemingly unsolvable problem, then fill in the Hint Request Form provided with this package.

Credits

Silicon Dreams was brought to you by the following people:-

Game design and text: Pete Austin

Programming: Mike, Nick and Pete Austin.

Pictures: Tim Noyce and James Horsler.

Miss Kimberley's costume: Spider and Jeannie Robinson (Stardance).